## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective December 29, 1999 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [ OR **SMALL ENTITY FOR** NUMBER FILED NUMBER EXTRA RATE FEE FEE RATE **BASIC FEE** 345.00 690.00 OR **TOTAL CLAIMS** minus 20= X\$ 9≈ X\$18= 432 OR INDEPENDENT CLAIMS minus 3 =X39= X78= OR 3/2 MULTIPLE DEPENDENT CLAIM PRESENT +130= +260= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR $\psi 3\Psi$ **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) SMALL ENTITY (Column 2) (Column 3) OR **SMALL ENTITY** CLAIMS HIGHEST Best Available C REMAINING ADDI-NUMBER ADDI-PRESENT **AMENDMENT AFTER PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus \*\*\* X39= X78≈ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +130= +260= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST œ REMAINING ADDI-NUMBER PRESENT ADDI-AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL **RATE EXTRA** TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18=OR Independent Minus X39= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X78= OR +130= +260= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST . . . . . NUMBER REMAINING ADDI-**PRESENT** ADDI-AMENDMENT AFTER **PREVIOUSLY** TIONAL RATE EXTRA RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X39= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X78= OR +130= +260= OR If the entry in column 1 is less than the entry in column 2, write "0" in column 3. \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL TOTAL OR ""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT, FEE ADDIT, FEE

The "Highest Number Previously Paid For" (Total or Independent) Is the highest number found in the appropriate box in column 1.